

IN THE CLAIMS

Please amend the status of the claims to that as indicated below:

Claims 1-17 (canceled)

18. (currently amended) An interactive ball game adaptable for using software for playing associated with an existing a pre-existing computerized [[ball]] game, comprising:

a pre-existing computerized game;

a ball for said pre-existing computerized game;

a screen upon which said interactive ball game is displayed, said screen acting as a target for said ball;

means for player interaction [[with]] utilizing said ball for permitting a player to strike said ball and directing motion of said ball toward said screen for simulating player participation in said interactive ball game and thereby inputting data to said pre-existing computerized game, said means for player interaction not including a data inputting device joystick for data that would otherwise be inputted into said pre-existing computerized game via a joystick;

means for preventing said ball from hitting said screen; and,

ball sensing means for detecting motion of said ball as said ball passes through said ball sensing means. ~~means, said ball sensing means including software for determining trajectory of said ball and the player's level of success in said interactive ball game relative to said target; and,~~

~~means for reacting by said interactive ball game to the trajectory of said ball and the player's level of success, as determined by said ball sensing means, for permitting said interactive ball game to challenge, or compete against, an effort by the player to win said interactive ball game.~~

19. (previously presented) The interactive ball game according to Claim 18, wherein said screen is static.

20. (previously presented) The interactive ball game according to Claim 18, wherein said screen is an interactive video display responsive to characteristics of a particular game.

21. (previously presented) The interactive ball game according to Claim 18, wherein said means for preventing said ball from hitting said screen is a mesh forming a net placed in front of said screen through which said screen is visible to the player.

22. (previously presented) The interactive ball game according to Claim 21, wherein said net is translucent.

23. (currently amended) The interactive ball game according to Claim 21, wherein said net has a lower edge, adjacent with a lower edge of said screen, with an elongate member attached thereto via elastic members to a surface ~~between~~ below said screen.

24. (currently amended) The interactive ball game according to Claim 23, further comprising a ramping component, wherein said lower edge of said net is connected to said ramping component between said ~~ramping component~~ lower edge and said surface.

25. (previously presented) The interactive ball game according to Claim 18, further comprising a housing in which said interactive ball game is enclosed.

26. (previously presented) The interactive ball game according to Claim 25, wherein said housing is a framework covered in a “see through” mesh material.

27. (previously presented) The interactive ball game according to Claim 18, wherein said means for preventing said ball from hitting said screen is a mesh forming a net placed in front of said screen through which said screen is visible to the player, and wherein said ball sensing means includes an array of sensors located in front of said net.

28. (previously presented) The interactive ball game according to Claim 27, wherein said ball sensing means includes a plurality of said array of sensors located in front of said net, with each said array of sensors of said plurality of said array of sensors being separated from one another by a predetermined distance.

29. (previously presents) The interactive ball game according to Claim 27, wherein said array of sensors includes a rectangular frame having individual sensors located on an inner surface of said rectangular frame.

30. (previously presented) The interactive ball game according to Claim 18, wherein said ball sensing means includes sensors that are infra-red transmitters and receivers.

31. (previously presented) The interactive ball game according to Claim 18, wherein said ball sensing means is capable of sensing passage of said ball in a plurality of planes.

32. (previously presented) The interactive ball game according to Claim 18, further comprising a housing in which said interactive ball game is enclosed and an alarm for ensuring that said ball does not leave said housing without a player obtaining authorized access to remove said ball from said housing.